

Monster Chess 1-Pager

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Background

This 1-pager sample is for a mini-game in a generic, fictional RPG game.

Design Overview

Monster Chess is a **turn-based strategy mini-game** with a light **gacha** component. The game takes place on an **8x8 square tile board**. The player selects **5 pieces** at the start of each game and places them **anywhere in the first two rows** on their side of the board. Each turn has 2 phases in which the player can **move their pieces** and **use their pieces' skills** subject to a limit based on Action Points. The game ends and a player wins when they **destroy all the other player's pieces** by reducing the health of each piece to zero.

Feature Loop & Access

This feature can be accessed at any time **after the core gameplay tutorial** by **interacting with a chessboard in Taverns throughout the map**. A **tutorial** will be triggered the first time the player starts a game.

The player can play Monster Chess in order to **earn rewards** to help with main story progression. The player can in turn continue through the main story to **earn new chess pieces and skills** to advance in Monster Chess.

After completing a game, a **cooldown timer** will begin. The player must either wait for the full length of time or spend in-game currency to be able to play again.

Chess Pieces/Monsters

To start the game, the player selects a "loadout" of 5 Chess Pieces. Chess Pieces are all represented by a Monster with **an Affinity, a Movement Direction, Skill Slots, and Health**.

A Chess Piece's **Affinity** is a **category of skill** such as Healing, Physical, Ranged, etc. Equipping a Chess Piece with a skill that matches its affinity will result in **bonus effects** such as increased damage.

A Chess Piece's **Movement Direction** determines the **direction the piece can move** in. For example, some pieces may move straight horizontally and vertically, while others may move diagonally.

A Chess Piece's **Skill Slots** allow you to **equip the character with one or more skills** depending on the number of slots.

A Chess Piece's **Health** determines how much **damage it can take before being "destroyed"**. If a chess piece is destroyed, it is removed from play until the end of the chess match.

Skills

Skills can be **equipped in a Chess Piece's Skill Slots** to be used in-game. Each Skill has a **cost** which will use up the player's **Action Points (AP)** when activated in-game. Each character comes with a **basic skill** by default that **costs 1 AP**.

Every Skill has a **Skill Category** and **Movement Direction** and may have a **Skill Effect** and/or **Damage**. A Skill's **Movement Direction** controls the **direction in which the attack can travel**. Some skills may not have a Movement Direction in which case they can **directly target a selected Chess Piece**. A Skill's **Damage** controls how many **Health points it removes** from an opponent Chess Piece it hits.

Skill Effects vary and include damage over time (damage dealt over multiple turns), healing (restoring Health to a target Chess Piece), buffs (such as increased damage to a target Chess Piece), debuffs (such as decreased damage to a target Chess Piece), and more.

Playing the Game

Each player selects a loadout of 5 Chess Pieces and may place them anywhere in the first two rows on their side of the board. The **loadout for the NPC** opponent can either be **randomized** based on Chess Piece and Skill rarity or **specifically configured** for special challenges. The game **randomly selects a player to go first**.

At the start of each turn, the players' **Action Point limit** is restored to a max of 6. Each player's turn consists of two phases: a **Movement Phase** and a **Skill-Use Phase**. During the **Movement Phase**, the player may move a piece in its **Movement Direction** spending **1 AP for each space it moves** up to the AP limit. During the **Skill-Use Phase**, the player may select a piece to **use a skill** spending its AP cost from the player's remaining AP. If the AP cost of a skill exceeds the player's remaining AP, the skill cannot be used and is grayed out. If the player used all their AP during the Movement Phase, their Skill-Use Phase is automatically skipped.

At any point during the turn, if a **Chess Piece's Health falls to or below 0**, the Chess Piece is **removed from play**. The player's **turn ends** when they **run out of AP** or **tap a button to continue** to the other player's turn. Before the other player's turn begins, any skill effects that are still active and last multiple turns will take effect and decrement their turn counter. If the turn counter on a skill effect hits zero, the skill effect goes away.

Winning the Game

The player **wins** when they have **destroyed all their opponent's Chess Pieces**. The player **loses** when **all of their own pieces have been destroyed**. Alternatively, if a **Turn Limit** is reached with no winner, the game will calculate a winner based on **damage dealt** and **amount of health remaining** on their Chess Pieces.

If the player wins, they will receive a **randomized set of rewards from a reward pool**. Reward pools can be predicated based on Main Quest progression and the number of Monster Chess matches the player has won.

Integration with the Core Loop

Monster Chess **Pieces** and **Skills** can be **earned in the core loop** anywhere rewards are typically given such as through the main combat mechanic or bought from item shops.

By winning a game of Monster Chess, the player will have a chance to **earn in-game currency** as well as other items to **help with main story progression** such as health potions.